

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) A sequencing game comprising:

a housing;

a microprocessor disposed within said housing;

a plurality of manually operable controls affixed to said housing and in communication

with said microprocessor, ~~each control, of the plurality of manually operable controls;~~

~~the microprocessor including~~ means for generating and sensorially rendering a sequence of events, wherein each event in the sequence of events is related to one manually operable control of the plurality of manually operable controls;

each manually operable control of said plurality of manually operable controls is capable of being actuated ~~actuable~~ externally from said housing by a participant ~~for responding as a response~~ to said sequence of ~~events, signals, wherein said response by said participant is compared by the microprocessor to said sequence of events for determining a correctness of the response; and~~

a mechanical means to move said housing while the sequence of events are being sensorially rendered, said mechanical means controllable by said microprocessor, ~~and~~

~~the microprocessor including means for comparing the participant's response to said sequence of events for determining the correctness of the participant's response.~~

2. (Original) The game of Claim 1, wherein the mechanical means to move said housing includes a motor mechanism and a plurality of wheels secured to a lower portion defined by said housing and at least one of said plurality of wheels being rotatably controlled by said motor mechanism.

3. (Currently Amended) The game of Claim 1 ~~further comprising, wherein said comparing means includes~~ means for providing a first indication when said ~~participant's~~ response corresponds to the sensorially rendered sequence of events which includes ~~increasing replaying the sequence of events and generating and rendering a new event after the number of events in~~ the sequence of events ~~and sensorially rendering said increased number of sequence of events.~~
4. (Currently Amended) The game of Claim 1 ~~further comprising, wherein said comparing means includes~~ means for providing a second indication when said response does not correspond to the sensorially rendered sequence of events which includes generating and rendering a sensorially error event.
5. (Original) The game of Claim 1, wherein said generation of said sequence of events includes generating a plurality of distinct visually perceptible light indications.
6. (Original) The game of Claim 1, wherein said generation of said sequence of events includes generating a plurality of distinct aurally perceptible tones.
7. (Original) The game of Claim 1, wherein said plurality of manually operable controls includes a plurality of push buttons.
8. (Original) The game of Claim 1, wherein the mechanical means is controlled to move said housing while the participant is making a response.
9. (Currently Amended) A sequencing game having a housing unit and a microprocessor disposed within said housing, the game comprising:

a plurality of different colored push buttons affixed to said housing and in communication with said microprocessor, each push button of said plurality of push buttons is operable by a participant from outside said housing and includes a light emitting source affixed to the housing under said push button, each light emitting source is also controllable by said microprocessor to illuminate said push button;

means for generating a sequence of events and rendering said sequence of events by operating said lights under said plurality of push buttons and means within said microprocessor for storing said sequence of events, wherein each event of the sequence of events corresponds to one of the push buttons, of the plurality of push buttons;

~~each push button of said plurality of push button when operated by a participant in response to said sequence of events sends a signal specific to said push button to said microprocessor,~~

a motor controlled by said microprocessor to move said housing while said sequence of events are being rendered and during participant's response; and

each push button when actuated externally from said housing by a participant generates a response to said sequence of events, wherein said response by said participant is compared by the microprocessor to said sequence of events for determining a correctness of the response

~~means within said microprocessor for comparing participant's response to said rendered sequence of events for determining the correctness of said participant's response.~~

10. (Original) The game of Claim 9, further comprising a plurality of wheels, at least two of said wheels being operable by the motor in opposite directions to each other, such that the housing rotates at a predetermined rate of rotation in a predetermined direction.

11. (Currently Amended) The game of Claim 10 further comprising: a means within said microprocessor for adding events to increasing the number of events in said sequence of events and

rendering said ~~increased~~ sequence of events with the added events only when the ~~participant's~~ response corresponds to the sequence of events ~~lasted~~ rendered by said microprocessor.

12. (Currently Amended) The game of Claim 11 further comprising: a means within said microprocessor for generating an error signal when said ~~participant's~~ response does not correspond to the sequence of events ~~lasted~~ rendered by said microprocessor.

13. (Currently Amended) The game of Claim 11 further comprising: a means within said microprocessor for generating an error signal when ~~participant's~~ said response is not made within a predetermined time.

14. (Currently Amended) The game of Claim 11 further comprising: a means within said microprocessor for increasing a rate of rotation of said housing when the ~~participant's~~ response corresponds to the sequence of events ~~lasted~~ rendered by said microprocessor.

15. (Original) The game of Claim 11 further comprising: a means within said microprocessor for changing the predetermined direction of the rotating of the housing.

16. (Original) The game of Claim 9 further comprising a speaker affixed to the housing and controlled by the microprocessor such that the microprocessor emits a plurality of distinct aurally perceptible tones, each tone of said plurality of distinct aurally perceptible tones corresponds to a push button.